







 Testing and training have some differing requirements

_	Testing	Training
Repeatability	Multiple/identical	One to differing
Data Collection	Intense/Voluminous	Modest to intense
Accuracy	Very precise time/space/ position information	Approximate to very precise

 Simulation can play a significant role in the augmentation, <u>not the replacement</u>, of traditional test & evaluation methodologies

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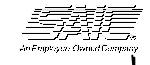
itual Interests



- Prudent expenditure of appropriated funds
 - government should avoid paying for the same thing over and over
- Levels of realism or fidelity adequate to the task
 - For training: Accomplishment of training objectives/successful training transfer
 - For testing: Specified conditions necessary for satisfactory conduct of test & evaluation

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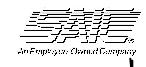


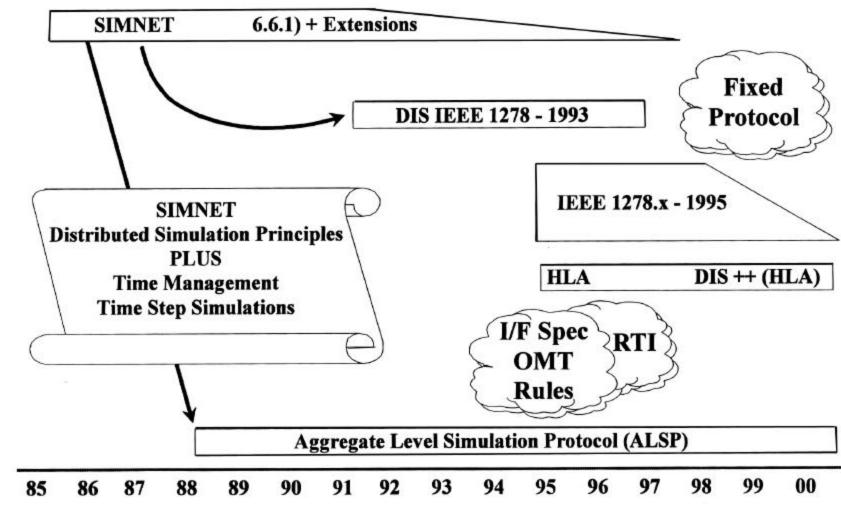
No Single Agency, Program, or PEO Can Afford the Time and Money to Build a Simulation Environment to Support their Items of Interest

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Ev

lution of Distributed Simulation Standards

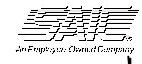




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teroperability



- M&S Interoperability: the ability of a model or simulation to provide services to, and accept services from, other models and simulations, and to use the services so exchanged to enable them to operate effectively together. (DoD 5000.59-P)
- HLA (or DIS) Necessary but not Sufficient*
 - *The HLA is one of several equally important M&S infrastructure components/aspects which, when brought together in a technical framework, provide for interoperability and reuse opportunities. The HLA provides a structural basis for interoperability; most of the rules described in this standard ha e been included for that reason. Although the HLA is necessary for interoperability, it is not by itself sufficient. (HLA Interface Spec)
- DIS Framework for Interoperability

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B Definition of Interoperability



Compliant

Same language

 A simulation/Simulator is DIS Compliant if it can send and receive Protocol Data Units (PDUs) in accordance with the IEEE 1278 specification.

Compatible

Same Place

 Two of more Simulations/simulators are DIS compatible if (1) they are DIS Compliant and (2) their models and data that send and interpret PDUs support the realization of a common operation environment among the systems (Coherent in Time and Space).

Interoperable

Meaningful Interactions

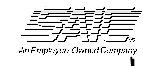
 Two or more simulations/Simulators are DIS interoperable if (1) they are DIS Compatible and (2) when their performance characteristics support a fair fight to the fidelity required for the exercise.

Fair Fight

 Two or more simulations may be considered to be in a fair fight when differences in the simulations' performance characteristics have significantly less effect on the outcome of the conflict than actions taken by the simulation participants.

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nding Flash of the Obvious



- We call simulation, training simulation or T&E simulation based on how we intend to use it - but the simulation does not know how it is used.
- There is no reason why both the training community and the testing community cannot use common simulation environments.
- There are both management challenges and technical challenges.

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estions

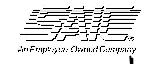


- What type of testing (OT,DT, Force
 Development)? More than one flavor
- O What are the areas of interest and where can simulation help?
- O How can simulation be applied?
 - Pre Test
 - Post Test

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ms for High Pay-Off



Use of Standards

Simulation Architecture - DIS/HLA

 Common Representation of the Physical World (SEDRIS)

 Behavioral Representation with man in the loop or VV&A SAF

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